

FMX2025

RHYTHM OF CHANGE

ON SITE MAY 6-9
ON DEMAND MAY 10-JUNE 10



Press Release #2 | For immediate publication

FMX 2025 trailer released - first program confirmation: "House of the Dragon"

Stuttgart/Germany, November 26, 2024. FMX has released the [trailer](#) for next year's conference. It reflects the 2025 Theme **RHYTHM OF CHANGE**. Young motion designers have created it at the **Filmakademie Baden-Württemberg**.

With their interdisciplinary approach, motion designers display a bouquet of skills essential for contemporary media creation. Director Samuel Lewek and his team will present their work at **FMX 2025**, taking place **On Site** in Stuttgart, Germany, from **May 6 to 9, 2025**.

"I've been lucky enough to meet this amazing community of people", says Samuel, curator of the Motion Design track at FMX 2024. "I had **many inspiring conversations** and I'm very happy that we as a team can **contribute** the trailer and be a part of FMX again."

FMX is happy to announce its **first program confirmation**: **Pixomondo** will deliver a presentation of their visual effects work in the series "**House of the Dragon**".



Creatures finding their groove

The trailer "**Dancing In Norms**" (DIN) corresponds with the FMX 2025 theme **RHYTHM OF CHANGE**. A group of isolated creatures come together by dancing to a rhythm.

"DIN" was Samuel Lewek's graduation project. "We motion designers, animators and VFX artists always sit in front of computers", he states. "That was the impetus for me to deal with **the standardization of movements**. Animation has a lot to do with dancing, it's an extreme stylization of movements, you shape them aesthetically."



Three of the creatures featured in the FMX trailer. © Filmakademie Baden-Württemberg

The production of "DIN"

Designer chairs served as models for shaping the creatures. "We asked ourselves: How far can we abstract movement and still feel a sense of humanity?" explains Samuel.

He developed the movements with a dancer in a motion capture setup. "We were lucky enough to have the **motion capture stage** of the Animationsinstitut at Filmakademie at our disposal for a day", says the recent graduate. They also gave us a lot of technical support. Shoots like this are normally almost impossible to finance."

Motion Designers are jacks-of-all-trades. "It's a very diverse interplay of design, music, editing, VFX and animation", says Samuel. "**Art direction and abstract storytelling** play a major role. We are generalists, we can do a bit of everything."



Ill-tempered monsters with blazing breath: scene from "House of the Dragon" © Pixomondo

First program confirmation: "House of the Dragon"

Pixomondo (PXO), the BAFTA and Emmy award-winning VFX and Virtual Production studio, presents an exclusive panel delving into the HPA Award-winning series "House of the Dragon", Season 2.

Moderated by Ian Failes (before & afters), the panel features PXO's expert crew and the series' filmmakers as they break down the process of **bringing Westeros to life**.

From previsualization during pre-production to advanced technical setups, virtual production supervision, and crafting the final pixel-perfect visuals, this discussion promises a comprehensive look at the **cutting-edge techniques** behind the fiery spectacle.

More confirmations will follow soon!

A message from our Program Chair

VFX and Virtual Production pioneer **Paul Debevec** has joined the team of FMX curators. They're putting together a cutting edge conference program packed with the latest in animation, VFX, immersive and interactive media.

*"It is a thrill and an honor to be the Program Chair for FMX 2025! I first experienced **the magic of the FMX** in the year 2000 and was greatly impressed by how it placed the year's greatest work in animation, visual effects, art, and technology on a collision course **to inspire and influence each other**. And while FMX has evolved and grown, it keeps the same **spirit of the pioneering community** which gathers each year for the next edition. As the pace of change accelerates faster than ever across every aspect of cinema, games, and art, FMX will be where this rhythm drives **a burgeoning symphony of expression and innovation**. I hope you will add your voice to the chorus, and let us know which part you would like to play!"*

Paul Debevec, FMX 2025 Program Chair

FMX is supporting [World VFX Day](#), an important online gathering for the global community on December 6 and 8.

The 29th edition of FMX will take place May 6 to 9, 2025.

We hope to see you there!

Press Area

In our [Press Area](#) you will find all current information on FMX, press releases, our Logo Kit

in our [press guide](#) you will find all contact information on FMX, press releases, our Logo Kit and our CI Guide.

If you have any questions or need anything, please don't hesitate to get in touch:

Press contact

press@fmx.de

Bernd Haasis

Communication & PR

bernd.haasis@fmx.de

+49 (0)7141 - 96 98 28-86

Keep in touch on www.fmx.de!



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Editorial: Bernd Haasis

For technical questions and further information, please [contact us](#).

Filmakademie Baden-Wuerttemberg GmbH, Akademiehof 10, 71638, Ludwigsburg, Germany

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